

FORMERLY DANGEROUS WATERS

ISSUE 26 AUGUST, 2000

GAMESHARK™

MAGAZINE



"The Last Great
PlayStation RPG?"

BACK TO BASICS

FNG shows you
how to hack
infinite health
and fuel!

NOW PACKED WITH
**THE OFFICIAL
GAMESHARK
CODESOURCE**
DREAMCAST CODES



EDITOR'S LETTER

A PROMISE TO KEEP

Imagine if you sell a significant, you're 600 miles from home. You know only one of your co-workers halfway decent, and you're still trying to fit into the workplace. Your new apartment is missing the sounds of your friends back home, and you haven't seen your car for a month.

Here, you now have access to a publication that reaches a lot of people from all over the world. You also have command of the editorial page of said publication. What would you do with it?

Welcome to my world. The name's Jason Dierick, also known as Dangerboy. Here I am working for the world's largest video game accessory company, and I've got the mission of making sure this is the best damn magazine you can get on a bi-monthly basis. In order to do that, I need to be in contact with every reader out there, as well as their friends and their friends' friends. The key to that is being open, honest, providing the most truthful reviews and always having access to each other. Back home in Chicago, I used to work on a game magazine and in a game store. I was always in constant contact with customers, fellow game players, other fanzine writers, and even some in the industry. Whether it was helping a customer pick out a game, talking with friends, or just hanging out with the fanzine staff doing our reviews, there was always a community feeling, and I want to extend that feeling through Gameshark Magazine. Tell me what you want to see in the magazine, prove it to us, but at that, anything that comes to your mind—create game stories and so forth, maybe show off a Gameshark Code you created with the Shark Link, tell me the oddest thing you've done with a Shark product, heck, just email me to talk and what not. We have the power to build both a killer magazine with your input, and a gaming community like no one has seen before. It's going to take a lot of input from you though, so here's how to communicate with me:

By e-mail: dangerboy@gameshark.com

By snail mail:

Dangerboy
Gameshark.com
318 Clubhouse Lane, Suite 1000
Hunt Valley, MD 21093

Remember, this is your magazine. I want to make sure it's got everything that you want in it and more!

With that firmly implanted into your skull, I now start move on to the subject matter. Before moving to Maryland to take this job, I made a promise to all of my Game-Rave fans, state friends, and best buds that I would not forget them, nor forget who got me to where I am today. I didn't forget, so to close my final editor's Note, I give thanks to all those who have helped me get to where I am today. A special thanks to, in no particular order: My parents and family, Alan, Audra, Shane, Matt, Tom, Shane W., Bob, Mike, Courtney, Byron, Lavell, Lawrence, Sam, Kevin, Marty and Diane, Pat R., Chris K., Cory, Karen D., and her kids, Vaughn, Derrick, the entire Game Rave subscriber list, Emily, Carolyn and Zolie, Marlene, Nate M., Jason King (get better!), Dina, all the guys and gals at the Mastodon, the Anime Central staff, countless groups, and everyone and anyone who helped me be the person I am and was there to cheer me on when this chance arose. I also want to thank Dan for the hypothetical question that got me here, and John, for making sure I stayed when I got here.

There are no Shark codes for the game of life, but I'm working on it. See you on the outside.

Jason Dierick
Editor

AUGUST 2000

MAILBOX

SHARK
HOUSE
AND
BOX
VALLEY
MD

Dear Dullmann,
I have tried many Gameshark codes for Perfect Dark, but none have worked with the expansion pack. The trouble Code always makes it where the game does not recognize the expansion pack. Please tell me what to do.

Karin

Dear Karin,

It sounds as though one of the codes has an incorrect number in it. Please be sure to painstakingly, triple check each code to be sure it has been entered exactly as presented on our website. Also, make sure that you have a 2.5 or a 3.3 version Gameshark, and that the code generator is off. The codes will only work for those two versions of Gameshark.

Dullmann

Dullmann,
I need a keycode for Donkey Kong 64. I have a Gameshark Pro. If you could send that it would be nice.

You know they make two different MK Trilogies for the 64 and I have the other version of it. The codes on the Gameshark don't work with my version.

One more thing...

How do you find KeyCodes on Gameshark.com

Thank you,

Mike2000

Hi Mike2000,

Sorry to inform you, but you can not manually add KEYCODES. Not only are the updated keycodes visible in the Gameshark Menu, but it is a hardware update as well. In order to get the newest version of GS with the newest KEYCODES—send an e-mail to support@gameshark.com or see our Upgrade Policy in the FAQ area on our website. Or you can call 410-785-4084 for tech support.

Here is one code for MKT
Player 1 Unlimited Energy
001E94D 0045

If this code does not work then you have found a second version of this game.

Dullmann

Dullmann,
What version would I use for Gran Turismo 2 is 1.2 the newest one made because none of the other will work on my version of Gameshark is 3.3 It COX for PlayStation.

Thank you,

-Michael

Michael,

The listing is Gran Turismo 2. Here is one code as a sample. Remember, there may be more than one version per game. For example, test this code for each version to find yours.

Gran Turismo 2
Maximum Cash (Str)
0010F0C05
0010F0C055

Gran Turismo 2 V1.1
Maximum Cash (Str)
0010133A1525
0010133B00FF

Gran Turismo 2 V1.2
Maximum Cash (Str)
0010158A1525
0010158B00FF

Dullmann

OO DANGEROUS DESIGNS

WOW! You guys and gals are really starting to scare us. The artwork keeps getting better and better! This month's selection of artists even went the extra to make their entries stand out from the crowd.

This issue's Winner goes to Andy C. Madolara, who scanned in his drawing of Mega Man into the computer and did a super sweet job of coloring and lettering. There are even cracks and chips in Mega Man's armor from his many battles. Great job Andy, your Dex Drive is in the mail!

The runners up are Clifford Patterson II and Chris Vasquez. Clifford did a good job on Shiva from Final Fantasy VII, even adding glitter to the artwork to make her ice spell stand out. Chris' black and white rendition of Resident Evil's Tyrant is very eye pleasing, with a nice job on the shading. Your T-Shirts are on the way!

Okay readers, after these awesome entries, we know there's more of you out there that have artistic abilities. Send in your artwork for all the world to see!



Send your Dangerous Designs
submissions to:
Dangerous Designs
318 Clubhouse Lane, Suite 1000
P.O. Box 1107
Hunt Valley, MD 21090-1407

Editorial Department

Managing Editor Benn Ray
Editor Jason Dvorak

Spiffy Alias Department

CodeBoy Bill Kaufman
Dullmann Dan Ullmann
Estrogamer Ericka Crouse
Derux Marc Raley
Gandor Andy Livingston
Little Timmy Matt Fiero
FNG Jason Philbrook
savior Kevin Kaelin
Dr. Atomic Benn Ray
Dangerboy Jason Dvorak
Matt-San Matt Alt
Wooly Doug Doug Parsons
Lik Chris Machiran
Anti Ray Russ Reese

Art Department

Art Director Marc Raley
Cover Illustration SquareSoft
Lego Hacker Ray Russ Reese
Beverage Holder Bill Kaufman

Circulation Department

Circulation Director Bob Ullmann
Receptionist Matt Fiero
Matt Fiero's Phone Kevin Kaelin
Tape Dispenser Bob Ullmann

Subscription Information

Gotta hole in your soul that can only be filled with GameShark codes? There's only one thing to do baby, have GameShark Magazine delivered to your doorstep every other month!

Visit Us Online www.gameshark.com
Call Us (410) 785-4064

Send a check or money (\$16 = 6 issues) to:

GameShark.com
CodeName : Who's Yer Daddy?
318 Clubhouse Lane
P.O. Box 1407
Hunt Valley, MD, 21031

GameShark is a trademark of Interact Accessories, Inc.

Contents



savior tackles Square's latest SFC Chrono Cross with an in-depth preview

PSX CODES

Digimon World
Freestyle Boardin' '98
Legend Of Legaia
Mystic 2
Nightmare Creatures 2
PocketFighter
Spec Ops: Stealth Patrol
Street Fighter Alpha 2
Trends of Fate
Vigilent Story
Vanguard Bandits
Who Wants To Be A Millionaire
X-Men Mutant Academy
And more...

N64 CODES

IGA European Tour
Robinson Soap
South Park Rally
And more...

GBC CODES

Crystals
Godzilla
Heroes of Might and Magic
Warlock
X-Men Mutant Academy
And more...

DC CODES

Invasion 2
Carmlet Legends
Hydro Thunder
Incoming
Marvel Vs. Capcom 2
Midway's Greatest Hits
Razem Sword
Power Stone
Soul Fighter
Street Fighter II Double Impact
Street Fighter Alpha 3
Tech Racer
And more...



Reviews
Digimon World (PSP)
Legend of Dragoon (PSP)
Striker 2 (PSP)
Defensor (DC)
Dracoon: Cult of the Wyrm (DC)
Marvel Vs. Capcom 2 (DC)
Mickey Races (DC)
Korly 64: The Crystal Shards (N64)
Fighting Destiny 2 (N64)
Army Men: Air Attack (N64)
X-Men Mutant Academy (SFC)
Xenome Sports (DC)



CodeBoy's Rust
With CodeBoy knee deep in Dreamcast memory dumps, he lets a guest editor take over his column.



To Hack With It
So you've got a GameShark Pro and you don't know what to do? FNG takes you back to basics with a step-by-step process on how to access health meters and super bars on the PlayStation and how to get infinite fuel on the Nintendo 64 version.



Release Dudes
Want to know what's on the hot list for upcoming games on your system of choice? Look here for the answers.



The I Files
InterAct Accessories is busy as usual in the game department. We show you the newest products that will bring you to the next level of gaming.

StreetChaser GamePad
ShadowBlade Arcade
Shen Thunder Racing Wheel
ThunderStrike LightMaster
DVD Wireless Master Remote
Real Pro Fishing
Multimedia Home Theater Speakers
Dual Impact 2



INSIDE BACK COVER:

Game Shark Upgrade Policy
GameShark Frequently Asked Questions
GameShark Magazine
Subscription Information

Fighter destiny 2

By Extraganer

If there is such a thing as the other height of awesap, then Fighter Destiny 2 is it.

Overall Fighter Destiny 2 isn't a bad game. It's nothing startling, but (at least in the world of the N64) it's nothing terrible, either.

The graphics in the games, just as for extras, are utterly average. The backgrounds look a little better than average, with some moving elements and interesting little details, but the fighters themselves look a notch worse, so to speak. The animation is pretty smooth.

Gameplay is pretty standard for this genre. The game allows winning points instead of merely getting KO'd. The points can be gathered in a variety of ways (knockouts being among them). This is the only remotely original thing about the game. The game elements stand out in Fighter Destiny 2. The control is a bit better than instant-murder madness. The game has a pretty good Practice Mode, and it certainly helps to use it. Mastering the some of the more difficult combos can be difficult, but it's worth it. The sound, on the other hand, is very, very bad. The music is merely irritating, but the voice acting achieves an all-time awesap low. It is so horrendously unattractive that it made me want to smash the speakers of my television in, but I just turned it down instead.

Platform: Nintendo 64
Genre: Fighting
Developer: Imagineer
Publisher: Xicat
ESRB Rating: T

OVERALL RATING: 5.0
Graphics: 5.0
Sound: 3.0
Control: 7.0
Fresh Factor: 5.0
GameLife: 5.0



xireme sports

By Extraganer

Xireme Sports is a cute, light-hearted and fun little sports game.

Graphics are just about average for the Game Boy, with very obvious character, and somewhat characters. Animation of the main characters is pretty good, but the spectators at the events are fairly static.

The music, which tries to be as "extreme" as the sports involved, winds up just being really annoying and moderately silly. It might sound you of an extremely low-budget commercial. Sound effects are almost non-existent, but given the quality of the music, this is probably a blessing.

Controls in Xireme Sports are easy to learn. Everything about the controls is pretty basic, but issues of timing and order for tricks and in avoiding obstacles keep the game from becoming shockingly simple. Though the object is just to beat high scores of various computer "champions", there are different categories of scoring, which adds to the variety of gameplay. There also seems to be some kind of plot going on, which makes things a little more fun than just pressing buttons like a monkey.

Platform: Gameboy
Genre: Sports
Developer: Infogrames
Publisher: Infogrames
ESRB Rating: E

OVERALL RATING: 6.6
Graphics: 6.4
Sound: 6.4
Control: 8.6
Fresh Factor: 9.0
GameLife: 9.0



kirby 64: the crystal shards

By Nemesis

Kirby 64: The Crystal Shards is the long-awaited sequel for one of the sequels to the Kirby line of games, and is the second appearance of the little round guy on the Nintendo 64.

Craptically, one word could describe Kirby 64: Colorful. Pastel and bright colors are everywhere in Kirby 64, and this gives the game character, all while being true to the fairytale look that is Kirby 64. Sure the other games had similar graphics, but since Kirby 64 is a full 3-D world, for the most part, backgrounds are 2-D, the graphics actually come to life.

The sound and music in Kirby 64, while not up to par with the graphics, still add to the overall gameplay. The sound effects are crisp as they come, all without the common static that goes along with some (or some would argue most) games on the N64. I was genuinely surprised to hear that the background music wasn't all that bad. It plays in perfectly with the rest of the game, and sets the tone of the game and the world of Kirby.

As far as controlling the little pink guy, I was disappointed. At first, why you ask? You cannot use the Analog Stick at all in the game. That's right, you have to use the control pad for your platforming needs. At first this seems bad, but after 10 minutes of gameplay, you will find that as heave with the control pad, and the other buttons as well. It feels like an old-school platformer, and I wouldn't have it any other way. Oh, and inhaling and storing your enemies' powers is also easy as pie.

Gameplay wise, Kirby 64 plays like an original platformer from the NES or SNES (or even the PSX). You run along a set path until you reach a warp point, a boss encounter, or the level end. At first this might seem too linear, but as you venture further into the game, you encounter multiple paths. This adds TONS of variety to the game, since when you decide to go deeper whether or not you get that last Crystal Shard, or if you found a shortcut to the end of the level. Your main objective in each level (there are 4 in each world, plus a final boss encounter) is to collect 3 Crystal Shards (hence the name of the game). Why do you collect these Shards? Let's just say that you can't encounter the final boss towards the end of the game without all of the Shards.

Oh yes, and who can forget the "ah-ha!" your enemy ability? In Kirby 64, you have the ability to inhale your enemy, then either swallow or spit him out: is another enemy. This is how you attack other enemies. But does that sound a bit easy and boring to you? Well it is. It's not wrong, because you also have the ability to create "copies" of abilities. Let's say you have an opponent who has a fire ability. Now instead of swallowing him, you continue along your way until you reach an opponent with a sword ability. You can shoot the fire enemy at the sword enemy to create a combination. Now all you have to do is inhale this combination, and swallow it to be able to use your new combo. The Fire Sword. This adds tons of depth to the game, and makes it very fun to play.

So overall, if you like your platformers, you cannot go wrong with Kirby 64: The Crystal Shards. Everyone has missed the round pink guy, why don't you welcome him back in pure platforming goodness?

Platform: Nintendo 64
Genre: Fighting
Developer: Hal Labs
Publisher: Nintendo
ESRB Rating: E

OVERALL RATING: 8.5
Graphics: 8.0
Sound: 7.5
Control: 7.0
Fresh Factor: 8.0
GameLife: 8.3



X-Men Fighting Academy

By RNC

Here you ever been stuck in a car on a long trip, or been standing in a long line and held the uncomfortable urge to be as an occasional "Well, if you have a Game Boy Color in your pocket, and a copy of X-Men Fighting Academy let the guessing begin. (Without the hassle of police intervention, of course.)

The graphics were the first thing that jumped out at me. I kept thinking "the the Game Boy, this is impressive." This may be due to the fact that the last Game Boy title I played was Rainbow Six, but I doubt it. The backgrounds and characters are extremely colorful, and unlike many other Game Boy Color titles I didn't have to wait at all or tilt the screen to make out what was going on.

The sound is annoying and the music is way too repetitive for my tastes. As with many games I've played, the music was the first thing to be turned off. Unfortunately when the music was off I could hear the sound effects from the characters kicking and punching each other. I immediately turned the music back on to drown out the sound effects.

The control was much better than I expected after playing for a little while. I was able to "tap" back my opponents into submission. The specials can be executed with the simple press of the A and B buttons simultaneously when you ready, but it's full.

X-Men Fighting Academy is tough, the first few battles can be won by simply ducking and repeatedly pressing the A button, the later stages become increasingly difficult. There's not much to this game other than mindless bawling and the occasional super character, but it's a lot of fun if you've got some spare time on your hands.

Platform: Gameboy
Genre: Fighting
Developer: Activision
Publisher: Activision
ESRB Rating: E

OVERALL RATING: 6.6
Graphics: 6.6
Sound: 4.6
Control: 6.6
Fresh Factor: 6.6
GameLife: 6.9



MARVEL VS. CAPCOM 2

By Mercedes

Incentive: Pure incentive. This is the best way that I can describe *Marvel vs. Capcom 2* for the Dreamcast. With 3-on-3, 2-D fighting action, this game can get pretty mean to say the least. Hell, you could get seizures from playing *Marvel vs. Capcom 2* with someone who knows what they're doing. It's a flashy, jumpy fighter, with more characters than you can shake a stick at. And most importantly, it's one of the best damn 2-D fighters ever, and it belongs in every Dreamcast library, period.

Cryptically, the 2-D sprites are bright and sharp, and the 3-D backgrounds are amazing to look at. The effect this is produced when Capcom blended the 2-D characters with the 3-D backgrounds is outstanding, and really adds depth to the old school look of this 2-D fighter. The frame rate burns up the Dreamcast at a steady 60FPS, and never slows down. Sometimes, if you adjust the speed option accordingly, the game can become almost too fast, and everything can just fly by. This is a good thing.

You think the graphics are the best part of *MvC2*? Think again. *MvC2* plays like a slice of heaven. The 3-on-1 gamemode makes the 2 on 2 gamemode of the original *MvC* look like third's play. It's just incredibly fun to whoop up on your opponent with 3 of your favorite characters, at the same time. Yes, you can have your other 2 allies hop in and help you take on your opponent. And it plays just like all of the other 2 D fighters from Capcom, which just adds to the strategic awe some gamers love.

MVC2 is a fighting fan's dream game, an arcade perfect translation, and the best 2D fighter ever, all wrapped up in one neat, shiny package: if you even remotely like fighters, the Vs. series, or just like having fun, drive on (or walk) to your nearest retailer, and pick up an Arcade Stick and a copy of **Marvel vs. Capcom 2: New Age of Heroes**.

Platform:	Dreamcast
Genre:	Fighting
Developer:	Capcom
Publisher:	Capcom
ESRB Rating:	T

OVERALL RATING:	9.0
Graphics:	9.0
Sound:	8.5
Control:	8.0
Fresh Factor:	7.0
Comment:	9.9



Platform:	Dreamcast
Genre:	Adventure
Developer:	Quantic Dream
Publisher:	Eidos
ESRB Rating:	T

OVERALL RATING:	8.0
Graphics:	8.0
Sound:	8.5
Control:	8.0
Fresh Factor:	8.5
Gametime:	8.0



If you have a VGA card, use it; the text is practically unimpaired on a television. In fact, *Dragon's* sports the best use of the VCA box that I've seen in any DC game to date. It makes graphics sharp and colorful without giving up great anti-aliasing. For some reason, there is some very noisy slowdown, especially at the beginning of the game, which just slows down "bad pop" (shame, shame Eldon). Character and environment graphics are very nice, but rooms tend to be static, and though character's faces look nice up close, their bodies become blurry and pixelated. A little more polish could have been implemented, but the game is more presentable all around game, but after numerous delays, it's finally here!

The idea is brilliant: create an entire city with inhabitants that interacted with your character, the environment, and each other. After reading a lot of bad press about *Orion* in various computer magazines, I was pleasantly surprised with the final console outcome. The only problem is that AM3 did it first, and better with *Shenmue*: not to say that *Orion* isn't a worthwhile escape. It's just not the best out there.

draconus: cult of the wyrm

the Difference

Dracoonis: Cult of the Wyrm takes you way back in the day of Gobblins, Trolls, Dragons, Minotaurs, Gnomes and Elves. A time where peace was a dream and survival of the fittest was the reality, a time that threatened all of mankind. As Cyric, The Warlord or Acererak, The Sorcerer you embark on a journey to unite the devastated kingdoms of humanoidity. Using steel and magic to bring down the evil that is disrupting humankind's harmonious vibe. So begins your quest to save humanity.

Before beginning the first stage, you will be presented with the "Beginner's Story." Be sure to read this story, as it contains information that is critical for completing each mission as indicated in the briefing. Following the briefing you will be magically transported to a random area of the next level. Be wary, the indoor and outdoor stages are huge. Tombs, mummies, ceilings, covers and many more landscapes will affect your mission as much as the enemies you encounter. Luckily, you can access the Map with the push of a few buttons (L+R+M). Along your journey you will encounter many friends. Most importantly Wishing Wreaths which provide health and upgrades. True blood, the most powerful of all, actually adapt to your fighting style, are ready and waiting to take on anything you can dish out. Blocking, strategy and battle tactics are crucial to your success and survival.

The in-game graphics, though far superior to PSX graphics as you would assume, didn't push the limits of the system. But don't let that scare you. The stages are well-designed and gigantic plus the control, fighting style, character development and buy items make up for what the game lacks graphically. The character animations seem to lack a few frames, but it doesn't affect the hitboxing since cars of whom you see, hand out the boxing analog movements with the "B" button you can combine. Crave his combined **Tommy Raider** style game figurations. It is a beautiful combination. The sound is more crashing blows and every footstep you take in a board, is prepared for a feast of unremitting sound.

Draconus is one of the most original titles to grace our TV screens. If you enjoy video gaming, you will love Draconus. Do not miss out on the sleeper of the year! With a rich storyline and better-than-average graphics you won't be disappointed!

WACKY RACES

By Dr. Alice

If you immediately started angry "Stop that pigeon," when you heard about this game, well, you've got the wrong cartoon. Wacky Ricks is the ancient Hennis Barbas cartoon that spawned such spin-offs as *The Perils of Penelope Pitstop*, and of course the infamous *Dastardly & Muttley* show (where the song came from). This cartoon even contained the prototype of *Captain Caveman* in the form of *The Slog Brothers*.

Wacky Races is a fantastic-looking game. The graphics look exactly like the cartoon with much of the animation actually being more fluid than the Hanna-Barbera classic (which isn't that hard a feat to accomplish).

The sound of the game is endearing. The sound *click* enhances the game's cartoony feel without being intrusive. The sound effects are vintage Hanna-Barbera, and even the announcer is straight out of the cartoon.

And if you look solely at graphics and sound, this game is totally wonderful: it's almost like playing the cartoon. Unfortunately, there is the issue of control. You are not given the option to use the D pad, which is a hindrance for Analog Stick users. The vehicles themselves handle like a boss. Well, the vehicles that you play do anyway. The A/I vehicles seem to be able to make the turns that prove an impossibility to you. Fortunately, the controls are bad enough where they *do* work, that you don't mind.

And for trainers, a Wacky Race isn't the best, but then, it doesn't have to be. Wacky Races was a Kart Racing game before there were video games, it just came in the form of a cartoon. As you race the tracks, you collect coins that allow you to buy new cars and upgrades for your "vehicle." But every time you use an attack, defense, turbo, etc., your coins spill out on the track for others to pick up. You can also lose coins by being reamed or falling victim to another opponent's attack. The coin strategy is a good addition to this game, giving it something unique in the variety of bombs and mines left behind by other racing games. Instead of just trying to outpace your opponent, without colliding cars and using your turbo, it's virtually impossible to win a race.

With loads of gold stars to win (each spin up over more tracks), and a few characters to unlock, as well as a few other goodies to unearth, Wacky Races is highly enjoyable. The game is a fun, relaxing cartoon. But if you're looking for more, you're better off looking for a different, long time.

Platform:	Dreamcast
Genre:	Action
Developer:	Interplay
Publisher:	Cave
ESRB Rating:	T

OVERALL RATING:	9.0
Graphics:	8.0
Sound:	10.0
Control:	8.0
Fresh Factor:	10.0
Gametime:	9.0



Platform: Dreamcast
Genre: Racing
Developer: Infogrames
Publisher: Infogrames
ESRB Rating: E

OVERALL RATING:	7.5
Graphics:	8.0
Sound:	9.0
Control:	7.0
Fresh Factor:	7.0
Camelife:	8.0



HULK INTERVIEWS
CODEBOY

HULK TAKE OVER CODEBOY RANT FOR THIS ISSUE. CODEBOY ALWAYS LATE, SO ME DO INTERVIEW WITH CODEBOY, MAKE THINGS EASIER FOR HIM BY WRITING SECTION FOR HIM. CODEBOY ALWAYS BUSY WITH DUMB PROJECTS, NEVER PLAN ANYTHING, NEVER ON TIME. LET YOU SEE WHY CODEBOY NEVER ON TIME.

HULK: CODEBOY, WHY YOU NEVER ON TIME?

CodeBoy: Well Hulk, other than hacking codes, working on product revisions, doing out codes to magazines and the site, doing various unpublished interviews and writing my weekly Rant I also have to take out the trash, cut down trees, organize marches and abuse the word "doie."

HULK: SHUT UP, INTERVIEW OVER!

HULK NO NEED CODEBOY, HULK WRITE THIS ALL HIMSELF. HULK NOT GET ENOUGH ROYALTIES FROM ALL NINETY-SEVEN VERSIONS OF MARVEL VS. CAPCOM, HAD TO SHARE MONEY WITH CAPTAIN AMERICA. NOW HULK FREELANCE TO MAKE RENT. SPEAKING OF MARVEL VS. CAPCOM,

NUMBER TWO, HULK NO LIKE THAT YOU HAVE TO "EARN" ALTERNATE HULK. HULK STAR! YOU SHOULD START WITH HULK AND HULK ONLY. NO NEED OTHER CHARACTERS! HULK POUND THEM INTO GROUND! HULK SMASH!!! HULK DRINK TOO MUCH COFFEE TOO, HULK NEED TO PEE.

HULK SOMETIMES GET SELF-ABSORBED, THINK TOO MUCH ABOUT LICENSED PORTAL OF HULK AND NOT PROJECT PROPER IMAGE OF HULK. HULK LOVING AND KIND, ENJOY FISHING, SALTWATER MOSTLY, AND ENJOY EATING TAFFY, LOTS OF TAFFY. HULK ONCE GO TO DANCE WITH PRETTY LADY, HULK ASHAMED OF POOR DANCING SKILLS AND LACK OF COORDINATION, SO HULK LEAVE. HULK CRY BEHIND TREE UNTIL DANCE OVER. HULK AND PRETTY LADY THEN GO EAT TAFFY, AND FISH UNTIL DAWN. NICE LADY. HULK SOMETIMES SOUND LIKE LENNY, BUT HULK NOT FIXATED ON FARM IN THE COUNTRY WITH PRETTY RABBITS. HULK WANT SWANK, DOWNTOWN WAREHOUSE TO CONVERT INTO COOL GALLERY FOR ALL OF HULK'S ARTWORK. HULK DO IMPRESSIONISTIC FINGERPAINTING, OVERTOP OF COLOR-BY-NUMBERS CANVASSES. VERY NEW, NO ONE ELSE DO IT YET. GET YOUR OWN HULK ARTWORK NOW, BEFORE PRICE GO UP.

CODEBOY STARTING TO WONDER THE LEGALITY OF WRITING AS HULK, AS LAST ISSUE HULK WROTE CODEBOY'S E3 REVIEW PERHAPS NO NEED FOR CODEBOY ANY-

MORE, HE TRY AND SMASH, BUT NOT SMASH THINGS AS GOOD AS HULK. HE LUCKY IF HE CAN BREAK CD IN CHILDISH OUTBURST. SILLY CODEBOY, GO BACK TO PLAYING SOLITAIRE, STUPID GAME, SURROUNDED BY EVERY GAME EVER CONCEIVED BY MAN AND DUMB-HEAD CODEBOY PLAY SOLITAIRE. BUY CARDS AND GO AWAY THEN!

CODEBOY REALLY WORRYING ABOUT LEGALITY OF ALL OF THIS. ONCE IN A WHILE OKAY, BUT HULK SHOWING UP TOO OFTEN. HULK NOW MAKE STRATEGIC NAME CHANGE TO LENNY. HOPE MARVEL NOT COPYRIGHT SYNTAX, AND HOPE STEINBECK'S FAMILY LENIENT.

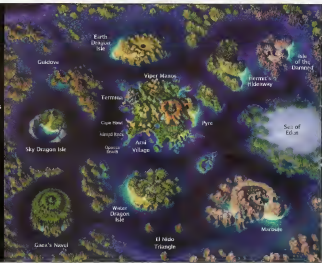
GRRRRRRRR... HEAR LENNY ROAR.

HUL... ER, LENNY REBORN. NO MORE HULK, NO MORE CODEBOY, ONLY LENNY NOW. LENNY HAVE PNC HACKING DREAMCAST NOW, SO MORE CODES THAN EVER COMING YOUR WAY IN THIS ISSUE. LENNY EXCITED ABOUT POSSIBILITIES OF PS2 ALSO. LENNY ALWAYS LIKE WORKING ON NEW SYSTEMS, LENNY HERE FOR YOU, THE READER, THE CONSUMER. LENNY GO TO MEETING NOW, BUT WILL RETURN WITH MORE CODES AND MORE PSYCHOTIC BABBLING ABOUT NON-EXISTANT PERSONALITIES NEXT ISSUE.

ENJOY,
LENNY
HULK
CodeBoy



Nice view isn't it? Lucca's been playing Chrono Cross like it was going out of style, and pieced together a complete map of the entire world of the game! With over 13 different locales and hundreds of monsters to tackle, is this game all it's cracked up to be? Check out the next page to read Lucca's preview on it!



CHRONO CROSS

A PREVIEW BY SAVIOR

So you've heard some hype about Chrono Cross and you're wondering what it's all about. Maybe you know what it's all about but you just want some detailed info on the game. Perhaps you've never even heard of the game or the hype, and you're wondering what in God's name I'm talking about. If that's the case, let the hype begin here and now.

Chrono Cross is the sequel to what's considered one of the best RPGs of all time, Chrono Trigger for the SNES. It's developed by SquareSoft, the current leader and standard setter in RPGs. Not excited yet? It features turn-based, menu-driven battles, an involved elemental-based magic system (reminiscent of Final Fantasy 7's Materia system), and a story with more twists and turns than your small intestine. It sports graphics that rival those found in Final Fantasy 8 (considered to be the pinnacle of looks on the PlayStation) and a soundtrack of equal beauty. It offers more than 40 characters for you to add to your party during your quest, a world with some 9 continents to explore, ghost ships to board and legendary dragons to search out. If you're still not excited, sell your PlayStation. If you're with me here, please read on.

Where should I begin? This game has so much meat to it, it's tough to make that first cut. How about the elemental-based magic system? You wanna hear about that? Okay, you've got six "types" of magic you'll acquire during the game: Green (earth), Yellow (electricity), and Fire, Blue (water), Black (evil) and White (good). Every character in the game (both party members and enemies) possesses a type of magic within them. The story's hero, for example, is filled with White magic. In his case, he's more susceptible to Black-based magic attacks. Within battles, if you encounter a Blue-based enemy, it will take more damage from Red-based magic attacks. Using Green-based magic on a Green-based enemy, however, will boost the enemies' HP rather than doing damage. As far as equipping magic, each party member will have a certain number of available magic slots, filled into levels. Picking lower-level magic (say a level 1 Fireball) in a higher-level magic slot (say a level 3 slot) will boost that character's stats. It even gets more detailed than that, but I can't go on forever. Why not? Because I've got to talk about the game's bat-tle system.

What's a good role-playing game without turn-based, menu-driven battles? Chrono Cross delivers here in a big way. Reminiscent of Final Fantasy 7, you'll have the option to perform a "type-less" (using your character's weapon and having no elemental base) attack or choose from one of your equipped magic spells. It's not quite that simple, however. You'll have to earn the ability to cast a magic spell by performing type-less attacks. One successful type-less attack (one that doesn't miss its target) will open up your level 1 slot of magic for casting. Another successful type-

less attack will open up your next tier of magic, and so on. If you open up 4 tiers of magic, then only use a level 1 spell, you'll begin the next turn with 3 tiers still available. You're limited to how many type-less attacks you can perform per turn, though. The best way to explain how this works is, imagine that per turn you have 7 attacks in you. You have the option to choose from either a level 1, 2 or 3 type-less attack. Level 1 will always have the greatest percentage of hitting your enemy, but will take away the smallest amount of HP when it does. Level 3 will hurt your enemy more, but will be more likely to miss than Level 1. Level 2 is right in the middle of 1 and 3. So let's say you choose a level 1 attack first. Now you've got 6 attacks left. Choosing a level 2 attack next will bring you down to 4 left. Now choosing a level 3 attack will drop you down to only 1 attack left. Choosing to perform a level 1 type-less attack will end your turn. If you've hit with any of your previous attacks, however, you'll be able to choose from your equipped magic to deliver a more powerful (and elemental-based) blow than a puny level 1 type-less attack. As you can see, there's plenty of room for detailed strategy within the game's battles. Let's move on.

You want a deep and slowly unfolding story-line? Chrono Cross has got it. Let's put it this way: I can't even talk about what happens in the first 10-15 minutes of gameplay without spoiling large plot elements... so I won't. As previously stated, the story is full of surprises. What you think you know will soon change. And what you think will change most likely will not. You'll be directly involved in love, friendship, betrayal, revenge and the quest for the meaning of life. It's tough to talk about the plot at all without spoiling something, so let's not talk about it anymore. You'll just have to take my word for it that the story is top notch.

Let's talk about that huge cast of characters, both playable and non-playable. How does 40+ possible party members sound? Not to mention the hundreds of NPCs you'll interact with on the many continents of CC's world. You'll have some control over which and how many characters enter your party, too. Certain characters you'll be forced to make will open up the option of adding a certain person to your party, while making it impossible to get a different character to join up. Other characters reside in places the game's main quest won't take you. You can take the time to venture on a side quest to get them in your party, or you can just skip it altogether and get on with the main quest. It's sort of like the way you obtained (or didn't obtain) Yuffie and Vincent in Final Fantasy 7, only with Chrono Cross you're talking about 40+ characters instead of FFF's two. It's a great way to give you more control over who you pal around with and makes the story more just a tad less linear than it actually is.

Only one thing left to talk about: the game's external beauty. I'm speaking of graphics and sound, of course. SquareSoft

has always been a leader in these areas, and Chrono Cross is no exception. They've delivered another soundtrack worth buying on compact disc to listen to when you're not playing the game. All of the in-game sound pieces together the landscapes, as well. Pet a cat and it throws, push a rock and it rumbles across the ground, run through water and it splashes around you; the attention to sound detail really puts you in the game. And the graphics (though it's been said about other games) truly push the PlayStation to its limits. Everything (except for the world map) is nearly identical to Final Fantasy 8 in terms of graphical setup, only Chrono Cross seems to have squeezed out just a little bit more detail from the cut-of-battle backgrounds. Once in battle, everything from character attack animations to backgrounds looks of equal quality to FFF8. And of course, the FMV within the game is of the highest quality (what else would you expect from SquareSoft).

It's safe to say Chrono Cross will be huge come August. Some say it will be the last great PlayStation RPG before the PS2 comes along. And with a storyline, battle system, graphics, sound and cast of characters that rival any other PlayStation RPG to date, they could be right.



BACK TO BASICS

Finding Health, Fuel, Etc.

By Jay "FNG" Philbrook

Hey there, it's me again! You know, the now guy who shared with you the secrets of the "S" code in the last issue of GameShark Magazine. After a few that room discussions, and my keen observation of the message board at gameshark.com, I've decided to do exactly what the majority of CS owners want me to... get back to the basics. All the way back! Let's start from the beginning, the burning question "How do I use my GameShark Pro?" If you currently know how to find everything with your GameShark Pro, this Hacking Tip could be pretty boring. If you want to understand how to hack simple codes using your GameShark Pro and currently have NO clue what to do or where to start, this tip was written specifically at you! I'll start off this tip with how to use your GameShark Pro's built in code generator with Street Fighter Alpha 3 for the PSX, and finish it with Plotting 64 for the Nintendo 64.

GameShark Pro

PLAYSTATION

Let's start off this "back to basics" tip with a look at how to find health bars / energy bars. I'll be using a copy of Street Fighter Alpha 3 (PSX) for this part of the hacking tip, so if you have a copy, feel free to hack right along with me.

1 Start up your game and begin a fight.



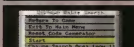
2. Press the GameShark button, located on the side of the GameShark, to bring up the main menu and choose "Code Generator".



3. In the "Code Generator" menu, highlight "Unknown Value Search" to enter the search menu; choose "Start"



Search memory for unknown values. You need to select the memory address here.



Start the search

Search Area: 00000000 - 0000FFFF

4 Return to the game and allow your character to lose some health

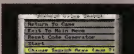
5 Press the CS button to return to the "Code Generator", and choose "Less Than Last"

6 Repeat step 4 and 5 to reduce the possibilities a bit. You may allow your character's health to return to full, and perform a "Greater Than Last" search if you'd like

7. If there are 10 or less possibilities, jump to step 10. If there are 0 possibilities, continue to step 8

8. When there are 0 possibilities, you may need to search a different range of memory. To change the memory range being searched, highlight and select "Change Search Area (now)". As you press the X button, the (now 1) will increase to (now 2), (now 3) etc. This also changes the range of memory being searched

9. After changing the search range, repeat steps 1 through 6 until you find between 3 and 10 possibilities.



Change the search area. Select from address 1 to 2. Search Area: 00000000 - 0000FFFF

10 When the fewest number of possibilities are left, choose "View Search Results" from the "Code Generator" menu



View the list of addresses that match the value you entered. Address: 00000000 - 0000FFFF
4 Possibilities remain

11. In a few seconds, a list of possibilities will appear on the left side of the screen under "Possibilities", and NO codes will appear under "Active Codes"

12. Highlight one of the possibilities from the list on the left, and press the "X" button to add it to the "Active Codes" list on the right



13 Return to the game and allow your character to get hit by your opponent. If the health remains the same, then you've found the correct code! If not, highlight the non-working code and press the triangle button to remove it. Repeat steps 12 & 13 until you find the code that keeps your health at 1 value. (It should not increase or decrease.)

00194310 7FFF will be the correct address for player 1's health

Once you've found the right address, you may change the value of that address by highlighting the active code and by pressing the square button. The value can be increased or decreased by pressing up or down on the D-Pad. Once you've adjusted the value to a specific amount, press the "X" button to accept the change. Another handy feature is the ability to jump between hexadecimal and decimal by pressing the SELECT button. (You'll know when you're in "DEC" mode if the codes change from yellow to gray.)

Break it down FNG!

00194310 7FFF = The address in the PSX's memory where the health bar is stored
7FFF = The value of the health bar at certain stages (full to empty)

The 7FFF, or value, can be anything between 0 and 65535 in decimal, or 0 and FFFF in hexadecimal.

BE CAREFUL NOT TO INCREASE THIS VALUE TOO MUCH!!

If the value of any address is set too high, the system may crash or the code may cause some undesirable effects to the game.

00105, as decimal will be the value of the health bar when at full status

Now that we've found the correct address and value, how do we use the code we found? This is a simple task. The value of the address must be in hexadecimal format to be usable by the GameShark. Press the select button, and the value will be changed into hexadecimal format. 00194310 00105 will become 00194310 0009

Break it down again FNG!

00194310 0009
00194310 0009

00194310 = Where, in the PSX's memory, the game is changing the value of P1's health

00105 = The value of the health bar when FULL (decimal format.)

0009 = The value of the health bar when FULL (hexadecimal format.)

The code you'll be entering into your GameShark for "Infinite Health Player 1" will be 00194310 0009.

to hack with it

GameShark Pro
NINTENDO 64
Let's finish this tip with a look at how to find fuel bars / gauges. I'll be using a copy of PilotWings 64 (N64) for this part of the tip, so if you have a copy, feel free to hack right along with me.

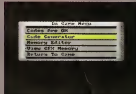
1. Boot up your GameShark Pro and choose "Start Game Without Codes". Be sure that the Code Generator is ON!



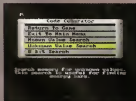
2. Start up a game and choose the Rocket Belt and a character to pilot it.



3. Once in the game, press the GameShark button. The GS button is located on the front of the N64 GameShark. Pressing the GS button will bring up the main menu, choose "Code Generator".



4. In the "Code Generator" menu, highlight "Unknown Value Search" and press the "A" button.



5. In the search menu, choose "Start" to begin



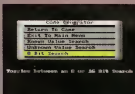
6. Return to the game and allow the Rocket Belt to lose some fuel by flying around a bit.

7. Press the GS button to return to the "Code Generator", highlight "Less Than Last" and press the "A" button.

8. Repeat step 6 and 7 to reduce the possibilities. You may refuse or restart then perform a "Greater Than Last" search if you'd like. (This may help reduce the possibilities a bit more.)

9. If there are 10 or less possibilities, jump to step 12. If there are 0 possibilities, continue to step 10.

10. If you perform this type of search on a game, and there are 0 possibilities, you may need to search in 16bit mode. To change the mode from 8 to 16 bit, in the Code Generator Menu, highlight "8 Bit Search" and press the



"A" button, it will change to 16 Bit Search.

11. After changing the search range repeat steps 1 through 6 until you find between 1 and 10 possibilities.

12. When the fewest number of possibilities are left, choose "View Search Results" from the



Code Generator menu

13. In a few seconds, a list of possibilities will appear on the left side of the screen under "Possibilities", and NO codes will appear under "Active Codes".

14. Highlight one of the possibilities from the list on the left, and press the "A" button to add it



15. Return to the game and fly around for a bit to use some fuel. If the fuel bar remains the same, then you've found the correct code! If not, press the "5 Left" button to remove the non-working code and repeat steps 13 & 14 until you find the code that keeps your fuel at 1 value. (It should not increase or decrease.)

80362841 7777 will be the correct address for the Rocket Belt's fuel.

Once you've found the right address, you may change the value of that address by highlighting the active code and by pressing the "C Right" button. The value can be increased or decreased by pressing up or down on the D Pad. Once you've adjusted the value to a specific amount, press the "A" button to accept the change. Another handy feature is the ability to jump between hexadecimal and decimal by pressing the "Z" button. (You'll know when you're in "HEX" mode if any number over 9 changes to a letter between A and F.)

Break it down FNC!

80362841 7777 = The address in the N64's memory where the fuel bar is stored
7777 = The value of the fuel bar at certain stages (full to empty)

The 7777, or value, can be anything between 0 and 65535 in decimal, or 0 and FFFF in hexadecimal.

BE CAREFUL NOT TO INCREASE THIS VALUE TOO MUCH!

If the value of any address is set too high, the system may crash or the code may cause some undesirable effects to the game.

Now that we've found the correct address and value, how do we use the code we found? This is a simple task, the value of the address must be in hexadecimal format to be usable by the GameShark. Press the "Z" button, and the value will be changed into hexadecimal format.

80362841 00129 will become 80362841 0081

Break it down again FNC!

80362841 00129
80362841 0081

80362841 = Where, in the N64's memory, the game is changing the value of P1's fuel.

129 = The value of the fuel bar when FULL. (Decimal format.)

81 = The value of the fuel bar when FULL. (Hexadecimal format.)

The code you'll be entering into your GameShark for "Infinite Rocket Belt Fuel" will be 80194310 0081.

I hope this 1st "Back to Basics" tip helped at least a few of you newcomers out there!

Happy hacking!
FNC

New System, New Accessories - You Know the Drill

You're a big dummy if you don't check out InterAct's line of PS2 goodies

Perhaps you've heard something about this new console, soon to be hitting store shelves on this side of the world. It's called the PlayStation 2 and it's all the kids are talking about. The kids are also talking about who will be voted off that damn island in *Survivor*, but that's not the issue here. We're talking videogames and, more importantly, we're talking videogame accessories!

Set to launch night beside the PS2 is an incredible line of controllers and various other accessories from our pals at InterAct Accessories.

Since the PS2 only comes packed with one controller, you'll probably want to look into grabbing an extra gamepad. But the **StormChaser GamePad** is way more than just an extra pad. You get extra functions like button programmability, button relocation, button pressure programmability, auto-fire and a left/right axis-swap switch. This all comes neatly packed into this very comfortable pad with rubber hand grips and all the standard analog sticks, vibration feedback and analog buttons. You'll soon find this extra controller becoming your main gameplay controller, leaving your standard controller for 2 player challenges.

A fighting game fan, are you? Well, if you're really into beating the crap out of computer or human opponents, you know the value of a sturdy arcade stick. The **ShadowBlade Arcade Stick** gives you an immediate edge over the poor chumps that oppose you. You

get a very sturdy stick with a heavy metal base, eight analog buttons, an analog control stick and the ability to switch into digital mode. For even more of an edge, you can program complex button combinations into a single button, allowing you to tap the button and watch a massive combo unleash on the poor bastard you're

pummeling.

Gamepads are for pansies when it's fight'n time!

With monster racing titles like *Gran Turismo 2000* coming our way, it's time to look into a racing wheel for the PS2. Forget looking into, just go grab a **Blue Thunder Racing Wheel**. When you're burning through the turns, you'll appreciate the sturdy design, digital shifter, heavy-duty foot pedals, vibration feedback, programmable sensitivity and button relocation feature. Nine out of ten professional drivers say they'll kick

your ass if you use anything less than the best! When it's time to start popping caps in the asses of your on-screen foes, reach for the **ThunderStrike LightBlaster**. Before we even get into the extra features in the gat, take a moment to realize how ridiculous it is to move a little target around the screen with your gamepad. Since the necessity for a light gun is blatantly obvious, how about adding extra features like 2-speed auto-fire, vibration feedback, auto reload, intelligent reload, an analog trigger and an analog reload button? You'll also find the retractable gunstock handy when look-

ing for that comfortable position for hours of steady blasting.

When it's time to kick back with a DVD movie and give your thumbs a rest, you'll be pretty pissed if you have to get off the couch 'cause the damn controller cord is too short. This is where the **DVD Wireless Master Remote Control** steps in and takes control. The infrared capabilities of this handy device allow you to sit up to 23 feet away (not that you could see the TV from there). You can control the DVD function of your PS2 and, in a very nifty twist, this remote functions as a Universal remote for your TV. We're running short of room, but the story

doesn't end there. So let's run down some more goodies

- You've got the **Reel Pro Fishing Controller** for all of your fishing games.

We have Multimedia Home Theater Speakers, a 72 watt, 5.1 surround sound system for your PS2 games and movies. For a very comfortable, basic dual analog, dual vibration pad, look no farther than the **Dual Impact 2**. We've also got

you covered with memory cards, cables and connectors, a storage case, PS2 stand and much more. There may just be one of them GameShark things headed to the PS2 very soon. Who knows?



SUBSCRIBE TO GAMESHARK MAGAZINE

Sign me up for 6 issues of GAMESHARK MAGAZINE (1-year subscription) for the low, low price of only \$16!
(For Canadian, Central/South American and Puerto Rican Subscribers, please add \$3.00)

To Order by Phone, call an InterAct Customer Service Representative at 410-785-4064 Weekdays 9:00 am - 8:00 pm EST.

NAME _____

ADDRESS: _____

YOUR AGE: _____

EMAIL ADDRESS: _____

☐ AMEX ☐ MC ☐ VISA ☐ CHECK/MONEY ORDER

CARD# _____

EXP. DATE _____

CARD HOLDER'S NAME _____

CARD HOLDER'S SIGNATURE _____

Residents of the following States must add the applicable sales tax:
MD 5% FL 6% TX 7.25% CA 8.25%

Return this form with a check or money order to:
GameShark.com
318 Club House Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407

Offer good only in the U.S., Canada and Puerto Rico



GameShark Upgrading options

Nintendo 64*

1 Standard GameShark

- A. You can send in your current version of the Standard GameShark along with a check or money order for \$10.00 and we will replace the unit for the version 2.41. This version will not contain the code generator, but will allow compatibility with all of the newer titles.
- B. You can send in your current version of the GameShark along with a check or money order for \$25.00 and we will replace your Standard GameShark with a GameShark Pro version 3.2. The version 3.2 contains a code generator that allows you to back your own codes and will be compatible with all of the newer codes.
- C. If you own version 3.2, send in your GameShark along with a check or money order \$5.00 and we will upgrade it to the version 3.3.

2 GameShark Pro

You can send in your version 3.0 or 3.1 and we will upgrade the unit to the 3.3.

PlayStation®

1 Standard GameShark below version 2.0

You can send in your Standard GameShark below version 2.0 along with a check or money order for \$15.00 and we will replace it with the GameShark CDX version 3.3. The GameShark CDX allows you to link to a PC to back your own codes.

2 Standard GameShark 2.0 to version 2.41

- A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for \$5.00 you will receive an upgrade CD that will upgrade your standard GameShark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.
- B. You can send in your standard GameShark along with a check or money order for \$35.00 and we will replace it with the GameShark CDX version 3.3. The CDX will allow you to link to a PC to back your own codes.

3 GameShark Pro

To upgrade your GameShark Pro to the latest upgrade@gameshark.com or call 1-410-785-4064 to find out about the upgrade CD that will upgrade you to the version 3.2. The upgrade CD is \$5.00.

4 GameShark CDX

The version 3.3 is the current version of the GameShark CDX. As new upgrades are available, you can contact upgrades@gameshark.com or call 1-410-785-4064 to receive an upgrade CD for \$5.00.

Gameboy

You can send in your current version of the Gameboy GameShark along with a check or money order for \$25.00 and we will replace it with the GameShark Pro version 3.0.

As new upgrades are released, it will be posted on www.gameshark.com

GAMESHARK FAQ's

Why don't the codes for Perfect Dark (N64) work on my GameShark or GameShark Pro?

You must have a version 2.5 or version 3.3 GameShark, the 4mb TurboRam Expansion Pak, and activate the Zelda keycode. Make sure you have the enable code entered and you aren't mixing hi-res and lo-res codes.

Why does Resident Evil: Code Veronica (Dreamcast) freeze when I use the codes from the GameShark CD?

Due to an encryption problem, none of the preloaded "crack" codes will work until they are re-entered manually. Once you've done this and start a new game, these codes will be active.

Most of my PlayStation game titles work with preloaded codes, but some games like Gran Turismo, Gran Turismo 2, Driver and Metal Gear Solid don't. Is my GameShark broken?

No, the GameShark isn't broken. These games have multiple versions and therefore have different sets of codes that have to be entered. For example, if the codes for Metal Gear Solid aren't working then you need to enter the Metal Gear Solid v1.1 codes as a new listing. The additional versions for these games are available from www.gameshark.com.

How can I change the page on my Massive Memory Card for PlayStation?

On the system memory card manager screen, hold L1, R1 and Start on your controller until you see a blinking dot and then the current page number on the card display. To change the page, keep the Start button held and release the L1 and R1 buttons. You will continue to hold Start and then press R1 to increase or L1 to decrease the page number. When it's showing the page you want, release Start.

GO OR GO BIG HOME

BARRETT
CHRISTY
49 yrs.

Togo
RICHARDS:
FBI

CAREY
"HIT ATTACK"
HART:
75

BUCKY
LASER
FRONT

FLYNN
RYAN
NYQUIST

DATE
"MIRACLE BOY"
MIRRA
136

YOU: 850 PTS

ANNOUNCING THE ONLY CHANCE
YOU'LL EVER HAVE OF CRUSHING THESE GUYS.

The October 28th, InterAct's gonna start flowing some killer products to anyone with enough points. How do you earn points? Simple. You can sacrifice friends, family, and social life to the bike and board, risk life and limb, master the 540 twelflip, qualify for the X-Games, and eventually take home 47 gold medals. Or you can buy InterAct, Performance and GameShark brand accessories. Whatever works for you, we're easy. But you should know the more points you have, the greater your chance of winning trips, gear and videogame stuff. You're not gonna get an opportunity like this again so you'd better play like the obsessed or die like the rest.

Get the scoop at GoBigWinBig.com

PLAY WITH US 

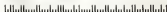


GAMESHARK
MAGAZINE

GameShark.com
318 Club House Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407
www.gameshark.com

PRESORTED
STANDARD
U.S. POSTAGE
PAID
PERMIT #3927
BALTIMORE, MD

3-DIGIT 606



Please Forward-Address Correction Requested

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.refomags.com.

We only scan magazines with a cover date prior to December 1999.
No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

